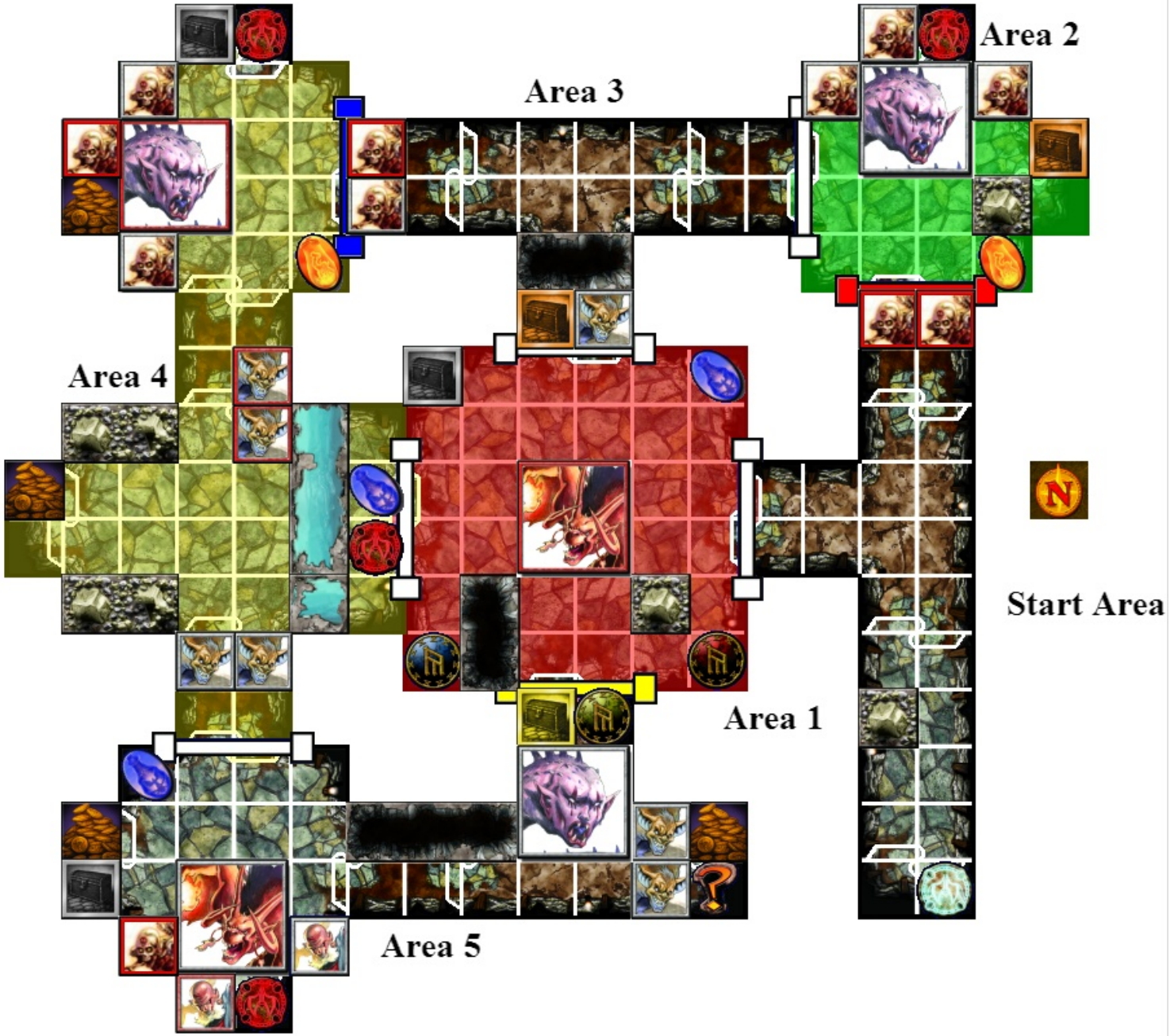


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# The Edge of the World

By Wayne Miller

## Scenario Background

This wretched boat has travelled for what seems like ages over this trackless gray expanse called ocean. Months ago, you found your way out of the Urza desert to the modest port city of Caliphat. From there, you chartered a boat with the only sea captain desperate enough to take you to the far end of the world.

The journey hasn't been easy. Much of your gold was spent to finance the journey. Most of your better treasures expended their final enchantments long ago fighting the endless pirates and beasts of the sea that seem bent on your destruction. A few of your last treasures sank into the depths in a violent storm last week that nearly destroyed the whole ship.

Heroism may have its merits; today you struggle to remember exactly what those are.

The High Priest and his acolytes emerge from below deck, "I can feel that we are close. Now I must relate to you what must be done. The texts do not say much of this place, but there is great danger ahead. Indeed, you must awaken Tsavoroth before you will be able to destroy him. Take comfort that powerful magic will bind him to his place of imprisonment, and though he will be a fierce combatant, I do not believe he roams freely."

"The guardians of this place are ancient, and formed solely for the purpose of preventing the entrance or exit of all things. They may be confused about your motives, but I fear nothing may be done on this point. Tsavoroth's destruction is of the utmost importance now."

"Deep within the keep is the Portal of Judgement. Throw the Rune Gem into the Portal, and Tsavoroth is finished."

For a few moments, the ship is quiet, until the silence is broken by a cry from the crow's nest, "Land!"

As you scurry to the edge of the ship, you see a bleak, rocky island breaking out of the fog. The smell of ancient death lingers in the air. The journey's end has come.

## Mission Goals

You must place the Rune Gem into the Portal of Judgement and defeat Tsavoroth.

You start with 11 conquest tokens. To win, you must complete this quest with 10 or more conquest tokens. If you ever run out of conquest tokens, Tsavoroth has triumphed and succeeds in plunging the world into endless night.

This quest is designed to be the 6th quest of the WMA series, but it may also be played as a stand-alone quest.

New characters start with 800 coins.
Characters from previous quests may spend this 800 coin allotment to keep treasure (at full price) from their previous quest.

All characters may purchase copper or silver treasures at game start. Characters may freely exchange equipment before the game begins, but may not exchange money, training tokens, or skill cards.

One player carries the Rune Gem (use the Touch of Death token). See notes on the Rune Gem below.

The Overlord begins with 6 cards in his hand, and 3 threat per player.

**The Rune Gem**

The Rune Gem occupies an "Other" space in the characters inventory. The Rune Gem may be transferred between heroes, but not dropped nor given to non-heroes (such as familiars).

At the start of the Overlord's turn, before activating any monsters, the Overlord may move the hero with the Rune Gem into an adjacent space, provided such a move would normally be a legal move for that hero. This move may not be used to take movement actions, such as drinking potions or travelling to town.

**Treasure Guide**

Copper 1-3: 1 conquest token, 1 copper treasure
Silver 1: 2 conquest tokens, 1 silver treasure
Silver 2: 2 conquest tokens, 1 curse, 1 silver treasure
Silver 3: 2 conquest tokens, 2 curses, 100 gold, 1 silver treasure
Gold 1-2: 1 conquest token, 2 curses, 1 gold treasure.

## Start Area

The stone here is ancient. Cracked and worn from the ravages of time. Two exits lead away from here. To the west, is a massive door crackling with a seal of unholy energy. To the north, is a far simpler door, locked with a red rune.

Archer Guardians rise to defend this place against your intrusion.

## Area 1

You open the door and cross the threshold. The door gives way to a spacious chamber made of rich, red stone. In the center of the chamber is a fierce, black Demon of great size, adorned with flames of blue and gold. His eyes open slowly to you, as if coming out of a trance-like state. His moment of wonder changes to a bitter smile.

"It seems that you've wandered a bit too far into the dark places of the world, little men. I can smell the presence of my essence among you in the gem. Give it to me, and I shall only torment your pitiful souls in flame for... perhaps a few centuries until I grow weary of the pleasure. Deny me and endure untold agonies for all eternity."

Wise or not, you politely decline.

**Tsavoroth**

Tsavoroth is a named Demon. He has the same statistics as a Master Demon, but gains:
10 extra health, 5 Armor and Fear 4.
His attacks also include: Burn and Blast 1.

Tsavoroth may never leave Area 1 (the red colored area) for any reason. Nor may he be pushed or knocked out of Area 1 by other means, such as telekinesis or knockback.

Although he may not move through the doors, Tsavoroth is free to open or close doors to revealed areas provided he has the movement points to do so. Tsavoroth may open rune doors in the same way as any other named monster.

**If Tsavoroth is killed:**

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Immediately place 3 wound tokens on the compass rose.

At the end of every overlord turn, remove a wound token.

When the last wound token is removed, place Tsavoroth anywhere in Area 1 where it would be legal for Tsavoroth to end his turn. You may place Tsavoroth in line of sight of a player. The overlord may not activate Tsavoroth on the turn Tsavoroth is placed in this way.

Tsavoroth may be killed over and over in this manner. The players receive 1 conquest token each time they kill Tsavoroth.

## Area 2

This is a crumbling, rocky tower. Broken rubble from above has fallen to the floor, making it difficult to walk in some places. Guardians of this place step forward from the shadows to do battle.

## Area 3

This is a dusty, quiet hall. A few monsters stand vigil over a chest beside a yawning pit.

## Area 4

This area is wet, and covered in moss. A wizened Guardian Naga rises from a coil, "Turn back, misguided ones; your presence here endagers the world. You have not only awakened Tsavoroth, but have led his minions here by way of the shining beacon of evil you carry with you. Now your souls are forfeit. I must purge your bodies and close the seal to prevent the doom you bring!"

"No," you cry back, "We have come to destroy Tsavoroth, and bring an end to his evil forever. Make way, or assist us with his destruction. We intend to destroy the Rune Gem and him with it!"

"Millenia ago, when the world was still young, Tsavoroth was imprisoned here in judgement. For good or evil, we rest here to ensure that his soul endures his imprisonment until the end of time. None are allowed in; none are allowed out. You have violated this place and must be cleansed."

His expression regarding cleansing sounds neither pleasant nor healthful. With bitterness, you prepare to defend yourself and do what must be done.

## Area 5

The floor is broken in many places. At the end of the hall is swirling pool of light -- it must be the Portal of Judgement the priest spoke of! The end is now in sight!

**Important: As a named monster, remember that Tsavoroth may open the yellow door at any time after this area has been revealed.**

**When a player ends their turn on this square, but does not have the rune gem:**

You stand at the edge of the portal of judgement. If only you had the Rune Gem, you could cast it into the portal and be rid of Tsavoroth forever!

**When the player holding the Rune Gem stands on the encounter square:**

As the Rune Gem enters the portal, there is a great thunderclap that shakes the foundations of this place. Bolts of light spray wildly from the mouth of the portal, destroying the guardians, demons, and virtually everything else.

It seems a good time to leave.

Racing for the exit, you catch a last glimpse of Tsavorth. His face is engulfed in silent horror as the light rips through his body like wet paper. Just before you enter the portal, you see what looks to be the last of his essence engulfed in flame and light...

Indeed, you make it to the surface just in time, as the whole keep explodes in a spray of dazzling light. From the safety of the ship under sail, you see the brilliant display of extra-planar holy energies consuming the last of the keep -- indeed, the island -- as it all sinks under the waves.

You are tired, but the job is done. Time to rest, maybe even retire...

If the players have 6 or more conquest tokens at this time, they gain 4 more conquest tokens and win the game (now having 10 or more conquest tokens).

**If the players do not have enough conquest tokens to win the game, read the flavor text above and then continue reading below:**

The High Priest is concerned about your fatigue. You chuckle at his worry, telling him that one does get a bit tired after combatting imprisoned demons, and drift off to sleep.

Days pass, and you never seem to feel rested. The air somehow seems colder, and you are always so tired. You wish the ship would cross this acursed sea and make port.

Weeks pass. Food has no taste, you are too weak to leave your hammocks. Breathing is so tiresome, life is so tiresome. You are so very weary; so very tired.

Indeed, the dreadful combat with Tsavoroth seems to have drained you in an extraordinary, mortal way.

The Priests pray endlessly for your recovery, but in the end, they pray for your peaceful rest. Many sing your praises, but alas -- you do not live to hear them.

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